Libertalia
WINDS OF GALECREST

designed by Paolo Mori
art by Lamaro Smith

1-6 players · 45-60 minutes
ages 14+ · competitive

In the world of Galecrest, sky pirates set sail on the winds in search of adventure, treasure, and glory. As an admiral, you command a vast and varied crew ... but so do your rivals sailing other ships in the pirate fleet. Each day the fleet lands on a different island where you'll send a crew member to collect your share of the loot, hoping they'll return to boost your growing group of characters.

Libertalia was originally released in 2012. Ten years later, we're celebrating the foundations of the original design with a revised and expanded edition that includes all-new art, 40 characters per player, a reputation system to resolve tiebreakers, deluxe loot tokens, a robust solo mode, and much more.

OVERVIEW AND GOAL

A game of Libertalia takes place over three voyages (or "rounds"). Each voyage begins with players gaining an identical set of 6 character cards. Every day during the voyage, players simultaneously select 1 character from their hand to play. Those characters are placed on the island from lowest to highest rank (player reputation breaks ties). Players will activate daytime abilities on those characters in ascending order, then dusk abilities and loot selection in descending order, with characters entering each player's ship. Lastly, night abilities on characters in ships activate.

At the end of the voyage, players will activate any anchor abilities on characters and score their loot tokens and doubloons. They will then discard those characters, loot tokens, and doubloons, keeping only their hands of characters that were not played. At the end of the third voyage, players reveal their final scores to determine who history will remember as the wealthiest pirate.

COMPONENTS

Global

1 game board

54 doubloons
(cardboard coins)

x12 *x18* *x24*

7 loot tiles

48 loot tokens
(10 maps, 8 barrels, 8 relics, 6 sabers, 6 amulets, 6 hooks, and 4 chests)

1 bag

1 Midshipman tile
(2-player mode)

Each player

40 character cards

1 score dial

1 reputation token

1 graveyard tile

SETUP: BEFORE EACH GAME

Board and loot tiles/tokens: Place the board (the island) on the table, using one of these formats:

Calm ( ): Use the calm side of the board for easy, friendly abilities.

Stormy ( ): Use the stormy side of the board for more complex, devious abilities.

Uncharted: On either side of the board, place loot tiles with random sides face up for a wild ride on the high seas, covering up the loot tiles printed on the board. Otherwise these tiles aren't used. *Loot tiles with the Automa icon ( ) are only used in solo games.*

All loot tokens should be in the bag.

Player-specific items: Each player claims a set of 40 sequential character cards (don't shuffle them), a matching score dial set to 0, and a graveyard tile. Each score dial is face up (open information).

Mix together **all 6** reputation tokens (not just those of players in the game) and randomly place them from left to right on the reputation track.

For 2-player games, cover the second and third spaces of the island with the Midshipman tile. Randomly place the active players' reputation tokens on the third and fourth spaces of the reputation track (see the 2P on the board as a reminder), then place the remaining reputation tokens on the other spaces.

3-PLAYER SETUP (CALM)

SETUP: BEFORE EACH VOYAGE

Loot tokens: Randomly draw loot tokens from the bag to place on the designated spaces on the board (each space represents a day of the upcoming voyage, and each of the 3 voyages is a different number of days). Each day in the upcoming voyage will have a number of loot tokens equal to the number of players in the game.

For 2-player games, place 3 loot tokens on each day of the upcoming voyage.

Character cards: Designate a player to shuffle their character deck, draw 6 random cards, and reveal those cards to the other players. Those players gain the same 6 cards from their decks to add to their hands. (This process is faster if the same player shuffles and draws 6 for every voyage, and every other player keeps their deck in numerical order.)

Players will end every voyage with leftover character cards in their hands. For each subsequent voyage, they will gain additional matching sets of 6 cards and add those new cards to their hands of leftover cards.

Doubloons: Gain doubloons (coin tokens:) equal to the number shown below your reputation token on the reputation track. Your doubloons are open information for all players to see.

Adjacency

A few cards and loot tiles refer to adjacent players. An adjacent player is a player sitting directly to your left or right.

GAMEPLAY

Libertalia is played over 3 voyages, with each voyage's length increasing by 1 day. The first voyage is 4 days, the second is 5 days, and the final voyage is 6 days.

Each day, all players select a character card from their hand simultaneously and play it face down in front of them. When all players have done this, reveal all played cards and place them on the island from left to right in ascending order (based on their rank in the upper left corner, with 1 being the lowest and 40 the highest). If any of the same characters are played, arrange them according to the reputations of their players (the player with the highest reputation places their character to the right).

Then proceed with the following phases. In each phase, you only activate your own character and you must activate all matching abilities unless they specifically state "may."

Daytime ( ): Starting with the leftmost character (lowest rank) on the island and proceeding to the right, each player activates their character's daytime ability (if any).

Dusk ( ): Starting with the rightmost character (highest rank) on the island and proceeding to the left, each player with a character on the island takes the following steps:

1. Gain a loot token (if any) from the current day, unless otherwise stated by your character.
2. If your character and/or the newly gained loot token have dusk abilities, activate those abilities.
3. If your character is still on the island, place it face up in your ship (on the table in front of you).

If any loot tokens remain on the current day after the dusk phase, put them back in the bag.

Night ( ): Simultaneously with the other players, activate all night abilities on characters in your ship. You may activate your night abilities in the order of your choice.

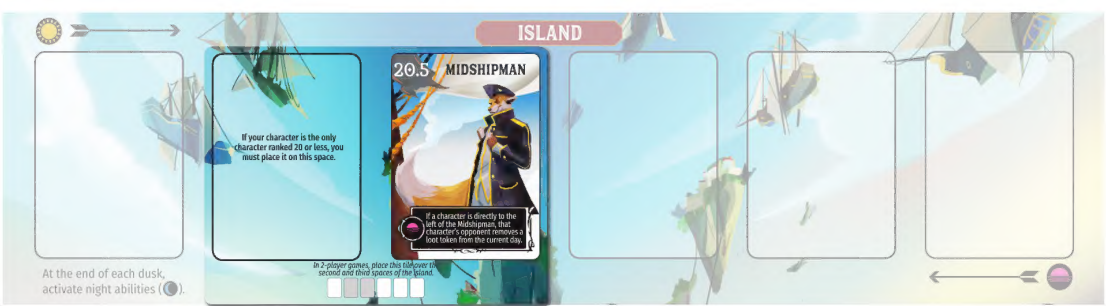
During the voyage, whenever you gain or lose doubloons, only use coin tokens (and not your score dial). In this way, even if your doubloons this voyage would drop under 0, you simply have 0 coin tokens. Your score dial is only changed at the end of each voyage.

Whenever you're instructed to discard one of your character cards, place it face down on your graveyard tile. You can always look at the cards in your own graveyard.

2-PLAYER MODE

In 2-player games, place the Midshipman tile so it covers the second and third spaces on the island. Instead of loot tokens matching the player count, there are 3 loot tokens available each day.

Players place their characters on the island respective to the Midshipman's rank (20.5). If your character is the only character ranked 20 or less, you must place it on the space directly to the left of the Midshipman. At dusk, if your character is directly to the left of Midshipman, your opponent removes a loot token from the current day immediately before you gain a loot token. The removed token is put back in the bag with no other effect. The Midshipman counts as a character, but it can never be discarded and cannot gain/give anything.


ISLAND
20.5
MIDSHIPMAN
If your character is the only character ranked 20 or less, you must place it on this space.
If a character is directly to the left of the Midshipman, that character's opponent removes a loot token from the current day.
In 2-player games, place this tile over the second and third spaces of the island.
At the end of each dusk, activate night abilities ( ).

Example: *On Day 3, Jamey plays a Bandit (rank 6), Paolo plays a Smuggler (rank 13), and Megan also plays a Smuggler (rank 13). Jamey's Bandit is the lowest rank, so it's placed at the far left of the island. Paolo has a lower reputation than Megan, so he places his Smuggler next, then Megan places her Smuggler.*

END OF VOYAGE

After the night phase of the final day of each voyage, proceed with the following steps:

Anchor abilities (⚓): Activate all anchor abilities on loot tokens and characters in your ship in any order. You can account for doubloons earned at this time on your score dial or wait until the next step. You cannot "game" the order of operations to avoid temporarily having fewer than .

Score dials: Increase your score dial by your number of doubloons, and then discard those doubloons. Your score dial is open information. After the third voyage, if your score dial would exceed 99, set your score dial to 99 and use doubloons to represent additional wealth.

Discard loot tokens and characters in ships: Unless specifically noted on a character or loot tile, put all loot tokens back in the bag and all character cards in your ship into your graveyard. However, keep all remaining character cards in your hand—in this way, you will begin the next voyage with some characters in hand that other players have in their graveyards.

There should be no loot tokens remaining on the board, as unclaimed loot tokens are put back in the bag at the end of each dusk phase. In case any were missed, put them back in the bag now.

At the end of the first and second voyages, follow the setup steps for the next voyage (see page 3). At the end of the third voyage, the game ends.

REPUTATION

Reputation is used as a tiebreaker, typically when multiple players play the same character. It can be manipulated by loot tokens and characters. The farther to the right your token is on the reputation track, the higher your reputation. ***Example:*** *Megan (green) and Jamey (red) both play a Stowaway. Jamey's reputation token is to the right of Megan's, so Jamey places his Stowaway to the right of Megan's Stowaway on the island.*

When you gain reputation, move your reputation token that many spaces to the right, sliding any other tokens to the left to make room for your token. ***Example:*** *Jamey's reputation token (red) is on the sixth space of the reputation track, Megan's (green) on the fifth, and Paolo's (blue) on the third. Paolo's Armorer gives him 2 reputation, so his token moves to the fifth space, while Megan's reputation slides to the left (fourth space).* The same procedure is used when you lose reputation, but in the opposite direction.

If you lose more reputation than the track allows, lose 1 for each reputation you would have lost. If you gain more reputation than the track allows, gain 1 for each reputation you would have gained. ***Example:*** *Jamey's reputation token (red) is on the far right of the reputation track, and he uses a character ability that would give him 2 reputation. He gains 2 doubloons as a result.*

Each space on the reputation track has a number. This is the number of doubloons gained by the corresponding player at the beginning of a new voyage. All 6 spaces on the reputation track are always occupied by a token, regardless of player counts.

LOOT TOKENS AND TILES

All loot tokens you accumulate are public information. If an ability requires a loot token to be discarded during the voyage, the token is put back in the bag; otherwise, tokens remain in your supply.

Loot abilities are described on the board (and on loot tiles for uncharted mode). Loot tokens with dusk abilities only trigger when they're first gained, not on future dusk phases or if they're passed from one player to another due to a character's ability. Other loot tokens have abilities that trigger at night. Anchor abilities trigger at the end of the voyage.

Unless otherwise stated by a character or loot ability (e.g., the stormy side of the map tile), all loot tokens are put back in the bag at the end of each voyage.

END OF GAME

After the end of the third voyage, each player reveals their score dial to determine who is the richest pirate! If there is a tie, the tied player with the highest reputation is the winner.

PUBLISHER'S NOTE (JAMEY STEGMAIER)

Libertalia is the first game published by Stonemaier Games that is a new edition of an out-of-print game, notably one originally released by another publisher. I've loved Libertalia since its initial release by Marabunta—the simultaneous play results in little downtime and easy scaling up to 6 players, the moment of revealing cards is always a delight, and players really get to feel like sneaky pirates as they decide which characters to carry over into the next voyage.

During the pandemic of 2020, I started playing Libertalia on Board Game Arena, and whenever I'd mention on social media that I'd played it, a number of people would reply with some variation of, "I wish this game wasn't out of print!" Someone even mentioned on my weekly Facebook Live chat that I should try to get the rights and print a Stonemaier version of Libertalia.

So, on a whim I contacted both Asmodee and Paolo Mori, both of whom confirmed that the rights had reverted to the designer. Paolo was on board with Stonemaier publishing a completely new edition of the game, and I had a lot of fun working with him to update some of the mechanisms, adding new characters, and revising many of the original cards. It was also a pleasure to work with artist Lamaro Smith, who created a whole new world for this pirate adventure. I hope you enjoy Libertalia: Winds of Galecrest!

Here's a list of what changed from the original version:

More characters: There are now 40 characters instead of 30.

Token abilities: Each loot token now has a double-sided tile associated with it that defines the benefit of the token. You can play with calm abilities (easy and friendly), stormy abilities (more complex and devious), or sail uncharted waters with a random mix of both.

Characters drawn and played: You will start with 6 characters in hand and only play 4 the first voyage, then you'll gain 6 more characters and play 5 in the second voyage, and finally you'll gain 6 more characters and play 6 in the third voyage.

Reputation: A simple reputation system replaces the previous tiebreaker rules. If you play the same character as an opponent, the player with higher reputation will place their character farther to the right on the board. Reputation also determines the number of doubloons you gain at the beginning of each voyage.

Open and hidden information: Loot tiles are now double-sided, making them easier to set up but impossible to conceal—they're now open information at all times. Each player accounts for accumulated wealth on their score dial, which replaces the board in the original game (it's still open information).

Discard pile (graveyard): Each player now has a single graveyard into which they discard characters during the voyage and at the end of the voyage. Certain character cards interact with your graveyard.

2-player mode: 2-player games now feel a bit more like 3-player games thanks to the Midshipman tile, which adds an extra choice for one of the players (but no bot to run).

Solo mode: You can now play Libertalia as a single-player game using the Automa solo mode, which is detailed in a separate rulebook.

Special thanks to Mr. Cuddington for creating the character card frames and to Christine Santana for handling the graphic design.

Before Each Voyage

1. Populate loot tokens (1 per player or 3 for two players)
2. Gain the same 6 character cards
3. Gain doubloons based on reputation

End of Each Voyage

1. Activate anchor abilities (⚓) on characters and loot
2. Update score dials and discard doubloons
3. Discard loot tokens and characters in ships

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Go to stonemaiergames.com/games/libertalia/media-reviews

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